

What is claimed is:

1. A method of interactive gaming comprising the steps of
  - a. transmitting a gaming portal from a gaming system to a plurality of users via a first communications network;
  - 5 b. initiating a game from the gaming portal;
  - c. submitting a user identification;
  - d. generating a plurality of questions for a skill level;
  - e. initiating a question answer sequence;
  - f. incrementing through the plurality of questions while progressing through the question answer sequence;
  - 10 g. incrementing the skill level upon completion of the question answer sequence for the plurality of questions;
  - h. iteratively repeating steps c-f until at least one of a user exits the game and each skill level is complete;
  - 15 i. calculating a time based score component for each skill level;
  - j. calculating a bonus score component for each skill level;
  - k. summing the time based score component and the bonus score component in order to determine a total level score for each skill level;
  - l. calculating a real time total user score associated with the results of the question answer sequence by summing the total level score for each skill level completed by the user;
  - 20 m. transmitting the real time total user score to the gaming system via a second communications network; and

- n. transmitting a ranking of the real time total user scores for each user via the first communications network.
2. The method of interactive gaming according claim 1, where the step i, calculating a time base component, includes the steps of:
  - 5 1) recording a total time to submit an answer to a question of the plurality of questions;
  - 2) calculating an output score for said question based upon a ratio of the total time to submit an answer over a total time allotted to compete a question on the respective skill level;
  - 10 3) summing the output scores for each question of the plurality of questions and outputting a question sum total; and
  - 4) multiplying a question sum total times a skill level factor times a base question score.
3. The method of interactive gaming according claim 1, where the step j, calculating a bonus score component, includes the steps of:
  - 15 1) incrementing a total number of questions asked  $Q(i)_{asked}$  by 1 for each iteration of the question answer sequence;
  - 2) incrementing a total number of questions correct  $Q(i)_{correct}$  by 1 for each correct answer supplied by the user;
  - 20 3) calculating a percentage correct based upon the ratio of  $Q(i)_{correct}$  over  $Q(i)_{asked}$ ;
  - 4) multiplying the percentage correct time a skill level factor times a base level bonus.

4. The method of interactive gaming according claim 1, where the step b, initiating a game, includes the steps of:

1) initiating communication with the gaming portal over the communications network;

5 2) selecting a game from a plurality of games accessible through the gaming portal; and

3) transmitting a gaming application and a database of questions associated with the gaming application.

5. The method of interactive gaming according claim 1, where the step d, generating a plurality of questions, includes the steps of:

1) collecting and selectively storing a plurality of system questions on a question database residing on the gaming system where step of selectively storing includes

a. associating each question of said plurality of system questions with a skill level for a gaming application; and

2) transmitting a portion of said plurality of system questions to a user upon request.

6. The method of interactive gaming according claim 1, where the step e, initiating a question answer sequence, includes the steps of:

1) activating a gaming application residing on a user controlled device;

20 2) reviewing a question on a user output device; and

3) inputting an answer using a user input device.

7. The method of interactive gaming according to claim 1, further including the steps of:

a. maintaining a question database within the gaming system;

b. supplementing the question database with new questions; and  
c. constantly receiving new questions for completing the step of supplementing  
the question database.

8. A system for interactive gaming comprising:

5 a central broadcast center transmitting signals over a first communications  
network;

a gaming system residing within the central broadcast center;  
a plurality of users who access the gaming system via the first communication  
network;

10 a plurality of games accessible through the gaming system;

a scoring protocol associated with the plurality of games, where the scoring  
protocol provides real time scoring data transmitting from the plurality of users back  
to the gaming system via a second communication network.

9. The system for interactive gaming according to claim 8 where said gaming system  
15 comprises:

a gaming application associated with each of the plurality of games;

a dynamic question database;

a plurality of questions residing on the dynamic question database;

a user score database;

20 a plurality of dynamic user scores residing in the user score database;

a real-time update server where the real-time update server receives and  
transmits data and gaming applications; and

an uplink server, where the uplink server receives transmissions from the real-time update server and transmits signals via the first communications network.

10. The system for interactive gaming according to claim 9 further comprising:
  - 5 a user reception device that receives signals from the uplink server via the first communication and transmits signals to the gaming system via a second communications network.
11. The system for interactive gaming according to claim 10 where the user reception device includes:
  - 10 a user question database; and
  - 15 a user gaming application, where the user reception device transmits signals to a user output device and receives signals from a user input device.
12. The system for interactive gaming according to claim 8 where the scoring protocol includes:
  - 15 a time based component; and
  - 20 a bonus score component, where the time based component and the bonus score component depend upon a plurality of scoring factors.
13. The system for interactive gaming according to claim 12, where the time based component comprises:
  - 20 a total time to submit an answer to a question;
  - 25 a total time allotted to submit an answer to a question;
  - 30 an output score for each question based upon the total time to submit an answer to a question and the total time allotted to submit an answer to a question; and

a summation of the output score for each question where the summation is multiplied by a tally base score and a level factor in order to determine the time based component

14. The system for interactive gaming according to claim 12, where the bonus score

5 component comprises:

a total number of questions queried;

a total number of correct answers; and

10 a correct percentage based upon a ratio of number of correct answers to number of questions queried, where the correct percentage is multiplied by a bonus base level and a level factor in order to determine the bonus score component.